

Snake Game FEATURE CHECKLIST

Student Name: _____James
Root_____

BASIC GAME FUNCTIONALITY

- ☒ Accelerometer moves the Snake
- ☒ Game over screen when Snake reaches its maximum length or hits something that is not walkable
- ☒ The Map must be bigger than the screen (at least 50*50 tiles)
- ☒ The Snake grows when it eats a goodie
- ☒ At least 2 buff and 2 debuff Map items
- ☒ Status bar shows Snakehead coordinates
- ☒ Art includes at least one sprite
- ☒ Invincibility button

EXTRA FEATURES (choose up to 10):

- ☒ Pause game button enable
- ☒ An object that could lower speed for the Snake
- ☐ Magnet that allows the Snake to attract other objects
- ☒ Objects that give negative effects like speed up or extra length without score
- ☒ Difficulty modes
- ☒ Game start page
- ☒ Random map initialization
- ☐ Sound effects

- _____ Pathway to another map
- _____ Moving objects
- _____ Animation
- _ X_ In-game menu
- _____ Multiple lives and the possibility to lose and start over
- _____ Save the game
- _____ Other: (please describe)